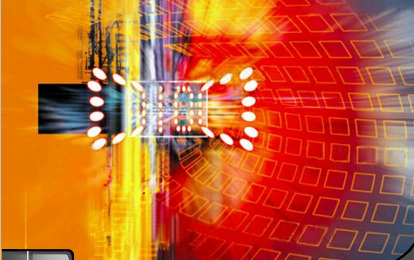


Open War 001 — Common

Refunder

0



Program-1 MU
Put [1] from the bank on Refunder when it is installed. Use this bit only to pay for installing **chips** or **vehicles** or for trashing **advertisements**. If you use this bit, replace it from the bank at the start of your next turn.

"Gee, what a bundle! They give you a 5% refund if you buy a hundredfold."


Illus. Lushpix Fotosearch
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 002 — Uncommon

Ghost

1



Program-1 MU
Put [3] on Ghost when it is installed. Use these bits only to pay for trashing **regions** or **Als**. If you spend any of these bits, replace them from the bank at the start of your next turn.

"This program uses a database connected with our own Als. And if Als are in some ways limited, they can decide faster, and erase defences before reprisals."

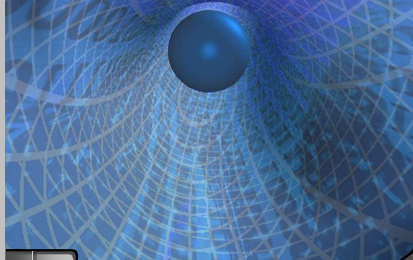
Illus. Bill Piplas
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 003 — Common

Cleanser

2



Program-1 MU
A, [3]: Remove any number of counters on one installed **program** or piece of **hardware**.
[2], T: Remove any number of counters on all installed **programs** or **hardware**.
"It's like a reset button."

Illus. Didier Heroux + Lushpix Fotosearch
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 004 — Rare

Autorun Software

3



Program-Random-1 MU
At the start of each of your turns, roll a die. On a 6, put an Autorun counter on Autorun Software. **Autorun counter:** Gain an action. Use this action only during your turn, only once per turn, and only to make a run.

"Thank God it's not a autotrash soft."

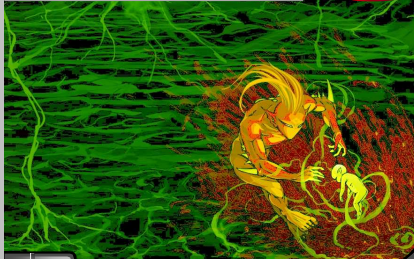
Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 005 — Uncommon

Incubus

3



Program-Daemon-1 MU
Incubus can have up to 4 MU of **programs** installed in it. All **icebreakers** installed in this way have their strength reduced by 3. If Incubus leaves play, trash all **programs** installed in it.

"This one uses a special disk with compression algorithms to store more data, At the cost of increased access time and a slower transfer rate."


Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 006 — Rare

Robotech Genetic Barrier

3



Program-2 MU
[2], RGB counter: Prevent all Net or brain damage, unless the Corp pays [1], in addition to any other costs, for each point of damage the Corp is attempting to do. Use this ability only during a run, and only once per run.
A, A: Put a RGB counter on Robotech Genetic Barrier.

"Somewhere over the rainbow, when you fly, There's a fort that I heard of, where you will never cry. Somewhere over the rainbow, life is new, And your brain that they try to drain, will become brand new!"


Illus. Markus Meffert
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 007 — Rare

Microtech Auto-Generator

4



Program-Unique-2 MU
All **icebreakers** subroutines with an original and printed cost of [2] or more and that contain the word "break", have that cost reduced by [1].
Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"The MAG was initially meant to reduce the maintenance costs of ice. We re-programmed it with a new slant."

Illus. Bryan M Williams
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 008 — Common

Accounts Analyzer

5



Program-Random-2 MU
At the start of each of your turns, roll a die. On a 1, trash Account Analyzer; that trashing cannot be prevented unless you pay [3]. On a 2 or 3, gain [1]. On a 4 or 5, gain [2]. On a 6, gain [3].

"We do not steal anything. The program simply transfers into a hidden account the difference between the real amount of money and the rounded value."


Illus. Polynetix
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 009 — Common

Small Soldier

4



Program-Icebreaker-Random-1 MU
At the start of each of your turns, roll a die. On a 1, 2, or 3, Runner must pay [1] or trash Small Soldier.
[0]: Break **ice** subroutine on a piece of **ice** that has a strength of 2 or less.
[4]: +1 strength
Whenever you use Small Soldier during an encounter with a piece of **ice**, ignore any modifier, except counters, that reduces that **ice**'s strength.
Less versatile, but more efficient.


Illus. Ranko Radovanovic
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 010 — **Uncommon**

Guardian

4



Program-Icebreaker-1 MU
 [1]: Break, on a single piece of ice, up to two subroutines that do not generate an "End the run" effect and that do not generate damage.
 [1]: +2 strength
"What this program focuses on is not to pass through ICE, but to protect itself and its fellow programs. You ought to see it working with Piercer. They're an ideal match."

Illus. Alex Aurichio
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 011 — **Uncommon**

Piercer

8



Program-Icebreaker-1 MU
 [2]: Break, on a single piece of ice, up to two subroutines that generate an "End the run" effect.
 [2]: +2 strength
"What this program focuses on is to pass through ICE, and only that. The only problem is your condition at the end of the run."


Illus. Ray Valino
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 012 — **Common**

Commando Captain

7



Program-Icebreaker-Random-1 MU
 At the start of each of your turns, roll a die. On a 1, 2, or 3, Runner must pay [1] or trash Commando Captain.
 [0]: Break ice subroutine on a piece of ice that has a strength of 3 or 4.
 [4]: +1 strength
 Whenever you use Commando Captain during an encounter with a piece of ice, ignore any modifier, except counters, that reduces that ice's strength.
"It costs a lot to feed an army."


Illus. Ranko Radovanovic
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 013 — **Common**

Grand General

10



Program-Icebreaker-Random-1 MU
 At the start of each of your turns, roll a die. On a 1, 2, or 3, Runner must pay [1] or trash Grand General.
 [0]: Break ice subroutine on a piece of ice that has a strength of 5 or more.
 [4]: +1 strength
 Whenever you use Grand General during an encounter with a piece of ice, ignore any modifier, except counters, that reduces that ice's strength.
This monster is made to fight monsters.

Illus. Ranko Radovanovic
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 014 — **Rare**

Morph-N

15



Program-Icebreaker-Random-2 MU
 When Morph-N is installed, it breaks code gates subroutines.
 [3]: Choose whether Morph-N breaks walls, code gates, or sentries subroutines, and roll a die. On a 1 or 2, reduce your hand size by 1. Use this ability only at the start of an encounter with a piece of ice.
 [0]: Break a subroutine of the type last chosen for Morph-N, and roll a die. On a 1 or 2, suffer that much brain damage.
 After each encounter with a piece of ice, roll a die. On a 6, put a +1 strength counter on Morph-N.

Illus. Zed
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 015 — **Uncommon**

Morphing Key

5



Program-Icebreaker-1 MU
 [1]: Break code gate subroutine.
 [2]: +1 strength
 Choose an installed piece of ice when you install Morphing Key. Morphing Key gets +6 strength during each encounter with that piece of ice.
"I don't fear haunted houses anymore..."

Illus. unknown
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 016 — **Uncommon**

Bull

6



Program-Icebreaker-Noisy-Random-1 MU
 [1]: Break wall subroutine.
 [2]: +1 strength
 Choose an installed piece of ice when you install Bull. Bull gets +6 strength during each encounter with that piece of ice.
 Whenever you break a wall subroutine with Bull, lose a total of [2] from stealth cards.
This one is particularly sensitive to red.

Illus. unknown
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 017 — **Uncommon**

Murderer

3



Program-Icebreaker-Killer-1 MU
 [3]: Break up to two sentry subroutines on a single piece of ice.
 [2]: +3 strength
 Whenever you use Murderer to break all subroutines on a piece of ice, put a Kill counter on that ice. You may then pay [3] to put an additional Kill counter on that ice. If the number of Kill counters on a piece of ice is equal to or greater than that ice's strength, trash that ice. This trashing cannot be prevented.

Illus. unknown
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 018 — **Common**

White Knight

4



Program-Icebreaker-Killer-1 MU
 [2]: Break up to three black ice subroutines on a single piece of ice, or break one sentry subroutine.
 [1]: +2 strength
 Whenever you use White Knight to break all subroutines on a piece of black ice, put a +1 strength counter on White Knight.
"The funny thing is that it contains the same illegal codes of those it fights against."

Illus. unknown
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 019 – Common

False Mission

0



Program-Virus-1 MU
Whenever you make a successful run on HQ, give the Corp a Transfer counter. One or more Transfer counters force the Corp, at the start of each of its turns, to uninstall one rezzed or exposed **sysop** of your choice and store it in HQ, and the Corp loses one Transfer counter.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

"It's not a false mission. It's only a mission given to him a couple of years ago."

Illus. Zed
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 020 – Uncommon

Archives Spy

2



Program-Virus-1 MU
Whenever you make a successful run on the Archives, give the Corp a Bin counter. Three or more Bin counters force the Corp to discard any card face up.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

"From time to time, it's useful to know what is in the bin." – Tramp Runner

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 021 – Uncommon

Network Analyzer

2



Program-Virus-1 MU
Whenever you make a successful run on HQ or on a subsidiary data fort, put a Scan counter on that data fort.

Scan counter from HQ. Scan counter from subsidiary data fort: Give the Corp an Analyze counter. Every Analyze counter reduces the trash cost of any **node** and upgrade by [1].

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

*"What do you mean by cheap?"
"Zero eurobucks will satisfy me!"*


Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 022 – Rare

Endless Arguing

4



Program-Virus-Unique-1 MU
Whenever you make a successful run on HQ, R&D, or Archives, put a Chat counter in that data fort.

Chat counter from HQ. Chat counter from R&D. Chat counter from Archives: Give the Corp a Chitchat counter. Every two Chitchat counters increase the difficulty of all agendas by 1.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Give a Corporation too many good ideas, and you kill all development. Corporations will hold meetings to discuss what will be discussed in the next meeting."

Illus. Dekorace Case
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 023 – Rare

Black Knight

5



Program-Virus-Unique-1 MU
Whenever you make a successful run on HQ, R&D, or Archives, put a H666 counter in that data fort.

H666 counter from HQ. H666 counter from R&D. H666 counter from Archives: Give the Corp a Hell counter. Two or more Hell counters force the Corp to expose a card when it is installed in a fort. If the card exposed in this way is an **agenda**, the Corp must uninstall it and put it on top of R&D, and the Corp loses two Hell counters.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Deaddreamer
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 024 – Common

Zetatech Deck Plug

1



Hardware-Chip
All pieces of cybernetics hardware get –[1] installation cost.

Put [3] from the bank on Zetatech Deck Plug when it is installed. Use these bits only to pay for installing a **deck**. If you spend any of these bits, replace them from the bank at the start of your next turn.

"Zetatech! Zetatech! It's high tech, for your deck!" –Advert

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 025 – Common

Zetatech Installer Pro

3



Hardware
A, [1]: Install up to two **programs** from your hand.

A, A, [1]: Install up to three pieces of **hardware** from your hand.

"You want high tech? Buy Zetatech!" –Advert

Illus. Andy Harper
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 026 – Uncommon

Tycho Experimental Chip

4



Hardware-Chip-Random
Tycho Experimental Chip can have up to three MUs of **programs** installed in it. All **icebreakers** installed in this way have their strength reduced by 3. If Tycho Experimental Chip leaves play, trash all **programs** installed in it. At the start of each of your turns, roll a die. On a 1 or 2, trash a **program** installed in Tycho Experimental Chip, unless you pay [3]. That trashing cannot be prevented.


Illus. Zed
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 027 – Common

Protection Car

4



Hardware-Vehicle-Unique
Protection Car may have one **base link resource** card installed in it. The Corp must pay [4], in addition to any other costs, to trash the **resource** installed on Protection Car. If Protection Car leaves play, trash the **resource** installed in it.

Prevent up to 1 meat damage each turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Francis Tsai
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 028 – **Uncommon**

Mobile Workstation

7



Hardware-Vehicle

All installed **base link** cards give +1 base Link during each trace attempt.

Prevents up to 2 points of damage of any one type each turn.

"In which flat does he live?"
"Hah, you should ask 'in which vehicle', boss."

Illus. Syd Mead
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 029 – **Rare**

Robotech Virtual Brain

6



Hardware-Cybernetics-Unique

[2], 1 agenda point: Redirect on Robotech Virtual Brain all Net or brain damage done by the Corp you would suffer. If you do so, the damage has no effect on you; instead, Robotech Virtual Brain suffers that damage, and you put that many RVB counters on it. Use this ability whenever you are about to suffer Net or brain damage.

If Robotech Virtual Brain leaves play for any reason, suffer as much brain damage, which cannot be prevented, as the number of RVB counters that were on Robotech Virtual Brain.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

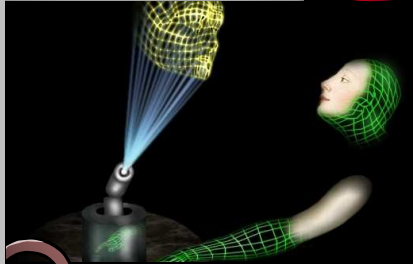
Illus. Cubic
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 030 – **Rare**

Robotech Holo-Avatar

7



Hardware-Cybernetics-Unique

[2], 1 agenda point: Redirect on Robotech Holo-Avatar all meat damage done by the Corp you would suffer. If you do so, the damage has no effect on you; instead, Robotech Holo-Avatar suffers that damage, and you put that many RHA counters on it. Use this ability whenever you are about to suffer meat damage.

If Robotech Holo-Avatar leaves play for any reason, suffer as much meat damage, which cannot be prevented, as the number of RHA counters that were on Robotech Holo-Avatar.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Tony Misiano II
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 031 – **Rare**

Robotech Decoder

9



Hardware-Deck

A, A, [3]: Choose two adjacent data forts. Make a run on one of these forts. If run is successful, do not access cards stored or installed in that fort; instead, treat the run as a successful run on the other fort.

Adjacent forts are: Archives and R&D, R&D and HQ, HQ and the closest subsidiary data fort, two subsidiary data forts with no card between them. Forts are not movable but the Corp may create a new subsidiary data fort between two existing subsidiary data forts.

Only one **deck** can be in play at a time. Trash any older **decks**.


Illus. swd
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 032 – **Common**

Car Dealer

0



Resource-Connection

All **vehicles** get –[1] installation cost.

A, T: Remove a tag at no cost.

"And sometimes, with very good customers, we can even stuff the car with all sorts of drugs."


Illus. Zoltan Boros & Gabor
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 033 – **Uncommon**

Genetic Code Falsifier

1



Resource-Connection-Unique

[2], Put an ID counter on Genetic Code Falsifier: Prevent up to two **hidden resources** from being exposed by the Corp, or avoid receiving a tag.

If Genetic Code Falsifier has two or more ID counters at the end of any turns, trash it, and the Corp gives you a tag. That trashing cannot be prevented.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. Kalman Andrasofszky
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 034 – **Common**

Old Scouting Pal

1



Resource-Connection-Unique

A, [1]: Put a Pal counter on Old Scouting Pal.

Pal counter: Remove a tag at the end of your current turn.

The Corp must pay [3], in addition to any other costs, to trash Old Scouting Pal.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Sorry sir! It's just that we had these reports and..."
Click! "sigh" "Thanks Neal... I owe you one."

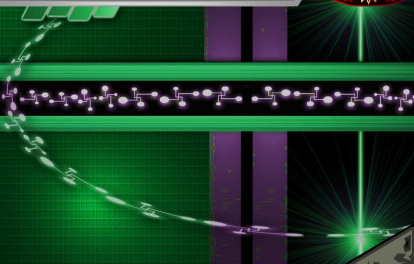
Illus. Larry Elmore
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 035 – **Common**

Upside Down Arranger

2



Resource-BBS

Whenever any number of your cards are trashed, choose one of those cards and put it back at the bottom of your stack. You cannot use this effect to put back at the bottom of your stack the prep you just played.

Whenever you successfully suffer damage from Corp's cards, choose one of the cards you discarded in this way and put it back at the bottom of your stack.

"It saves the data alright. The problem is where."


Illus. Zed
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 036 – **Uncommon**

Free Publicity

4



Resource-BBS

Remove one Bad Publicity point the Corp has: Gain [2].

"Now THAT is real power. First, corrupt every politician to push a company to the verge of bankruptcy, then bribe the right person, offering your services as a social and marketing consultant."


Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 037 – **Rare**

Robotech Protector

4



Resource-Connection-Unique
Each installed card that prevents meat damage prevents one more meat damage whenever it is used.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"My personal bodyguard Leland has taken an advanced training course at Robotech. He's almost invincible now."

Illus. Igino Giordano
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 038 – **Uncommon**

Controller

5



Resource-Connection-Unique
Trash an installed card, [2]: Remove one counter on one of your installed cards, or replace it by two counters of the same type. Use this ability only once per turn, and only during your turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Nothing's so stable that it can't be modified."


Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 039 – **Common**

Emergency Escape

5



Resource-Base Link-Random-Unique
[2]: Base Link 3, and put one EE counter on Emergency Escape.

EE counter or [4]: +1 link

At the start of each trace attempt, roll a die, and put half that many EE counters on Emergency Escape, rounded down.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"A bit uncertain, but at the end of the day, it works."


Illus. Bronx
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 040 – **Rare**

Robotech Ultimate Netspace

6



Resource-Unique
Whenever you make a successful run on a data fort, put a RUN counter on that fort.

RUN counter from the Archives. RUN counter from HQ. RUN counter from R&D. RUN counter from a subsidiary fort. Gain an action. Use this ability only during your turn, and only once per turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. Bo S Christensen
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 041 – **Rare**

System Overflow

8



Resource-Random-Unique
Play only if you have made at least one successful run on HQ and R&D this game. Whenever the Corp installs a piece of ice, roll a die if you are not tagged. On a 5 or 6, that ice is trashed after it is installed, and the Corp gives you a tag unless you pay [1].

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"What do you mean, the Liche disappeared?" "Well, we were installing it when we received about 100 000 000 phone calls, and the overflow made our system crash."

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 042 – **Rare**

Bis Repetita

0



Resource-Hidden
[2], T: Search your trash for any **prep**, and bring it into your hand.

Hidden resources are installed face down, but are put into the trash face up.

"...placent."


Illus. Robert Ogdenal
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 043 – **Rare**

New Things out of Old

0



Resource-Hidden
[2], T: Search your trash for any **program**, and bring it into your hand.

Hidden resources are installed face down, but are put into the trash face up.

"Expensive, but really fast at digging out old dinosaur programs."

Illus. Rob Chapman
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 044 – **Rare**

Secret Ally

0



Resource-Hidden
[2], T: Search your trash for any **resource**, except Secret Ally, and bring it into your hand.

Hidden resources are installed face down, but are put into the trash face up.

"It's always of great use to develop as many relationships as possible when you become acquainted with an organization."


Illus. Dorian Cleavenger
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 045 – **Uncommon**

Superior Authority

0



Resource-Hidden
[1], [X], T: The Corp must uninstall one exposed or rezzed **sysop** installed in a fort and store it in HQ, and cannot rez a **sysop** with the same name for the remainder of the run. Use this ability only during a run on that fort. You may use this ability immediately after the Corp rezzes a **sysop**, but before processing its text effect. X is the original and printed rez cost of that **sysop**.

Hidden resources are installed face down, but are put into the trash face up.

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 046 — Common

Rear Attack

0



Resource-Hidden-Sabotage
 [3], [X], T: Remove X counters of any one type on a piece of **ice** or replace each of those X counters by two counters of the same type. Use this ability only when you have just broken all subroutines on that piece of **ice** and passed it successfully.
 Hidden resources are installed face down, but are put into the trash face up.
"And what do you call that? Back-rifice?"
 Illus. Larry Poulton
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 047 — Rare

Bargain with Gatekeeper

0



Prep
 Remove any number of **Virus** counters the Corp has. Gain [1] for each **Virus** counter successfully removed in this way.
"Try to inoculate a virus. If that doesn't work, sell the cure to the infected company."

Illus. Duncan
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 048 — Common

Backbone Nexus

0



Prep
 Choose from your hand up to two pieces of **hardware**, that each have an original and printed installation cost of [6] or more. Gain [3], which you may use only to pay for their installation costs, and install these pieces of **hardware**. Return to the bank any of the [3] you did not spend.
"Sometimes, doing two things at once has some benefit."


Illus. Dave Hornsby
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 049 — Uncommon

Upside Down

0



Prep
 Make a run on R&D. If run is successful, do not access cards; instead, gain [1], look at the three bottom cards of R&D, and move them to the top of R&D in any order you choose.
"I wouldn't have believed that companies R&D departments were so shambolic!"

Illus. Leonard Clagett
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 050 — Common

Neural Cyber Skull

1



Prep
 Draw four cards.
"Does it really change my life expectancy?"


Illus. Dave Dorman
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 051 — Common

Wutech Temporary Contract

1



Prep
 Choose a **chip** or **deck** from your hand or your trash. Gain [4], which you may use only to pay for its installation cost, and install that piece of **hardware**. Return to the bank any of the [4] you did not spend.
"Ok, I admit that ZZ22 and Parraline are not state of the art gear, but with that Wutech deal, they become wonderful."


Illus. Senecal
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 052 — Uncommon

You're Fired!

1



Prep
 Play only if you made a successful run on HQ this turn. Choose a rezzed **sysop**. The Corp must expose all installed copies of that **sysop**. You may then trash any number of those **sysops** by paying [2] for each **sysop** you choose to trash. The Corp gives you a tag if one or more **sysops** were trashed successfully in this way.
"No, he's not corrupted, but he no longer matches our company's image. A sysop must be totally and irrevocably devoted to us."


Illus. Linus Jonkman-Persson
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 053 — Rare

Expert Virus Installer

2



Prep
 Choose up to two **virus** programs from your hand. Gain [4], which you may use only to pay for their installation costs. Install these **programs**. Return to the bank any of the [4] you did not spend.
"I always wonder at the human capacity for increasing the efficiency of already lethal weapons."


Illus. Luis Garnica Guillarte
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 054 — Uncommon

Net Surfer

4



Prep
 Until end of your next turn, you have +4 link during each trace attempt. You may play only one Net Surfer each turn.
"The graphic concept has been made with Bryce, but not from Nice."

Illus. unknown
 v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 055 — Common

Big Deal

10

Prep-Random
 Play only if you have made at least one run on HQ during the game. Gain [15] and roll a die. On a 1 or 2, the Corp gives you that many tags. On a 3 or 4, you cannot make a run during your next four actions. On a 5 gain [1]. On a 6, gain [2].

"We can't! He promised me half of his black-ops project benefits in exchange for not harassing his company for a week."
"So what?"

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 056 — Uncommon

Randomizing Filter

0

Prep-Double-Random
 Choose up to three random cards from your hand that can be installed. Gain [3], which you may use only to pay for their installation costs, and install those cards. Return to the bank any of the [3] you did not spend. Then roll a die. On a 1, take two of these cards back into your hand.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. Tatjana Jambrisak
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 057 — Common

Cruising on the Strip

1

Prep-Double
 Gain [2] and draw four cards.

Playing a **double prep** costs two consecutive actions this turn instead of one.

"The trick, kid, is to make others people do the work for you. Oh, and while you're at it, get me the name of that girl..."

Illus. Charissa Walder
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 058 — Uncommon

Virtual Disease

1

Prep-Double-Random
 Make a run. If run is successful and if Runner gives the Corp any number of **Virus** counters coming from non-unique **virus**, roll a die. On a 1 or 2, X=0. On a 3 or 4, X=1. On a 5, X=2. On a 6, X=3. Then choose one of those **Virus** counters you just gave to the Corp and give the Corp X additional **Virus** counters of that type.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. Deaddreamer
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 059 — Uncommon

Bag-Snatchers

2

Prep-Double-Sabotage
 Play only if you have made at least two successful runs on HQ this game. Make a run. Whenever you successfully pass a piece of rezzed ice, gain [1]. If run is successful, the Corp must uninstall all pieces of unrezzed ice on this fort and store them in HQ. The Corp can avoid uninstalling any number of those pieces of ice by paying [1] for each of them.

Playing a **double prep** costs two consecutive actions this turn instead of one.

"These viruses are fleeting, but vicious, reacting on both rezzed and unrezzed ice."

Illus. Helen Dumur + Olivier Bonenfant
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 060 — Common

Escape Training

4

Prep-Double
 Choose an installed **base link** card and put a Home counter on it. Then you may pay [6] to put two additional Home counters on that card. Each Home counter on a **base link** card gives that card +1 **base link** during each trace attempt. Forge your next two actions.

Playing a **double prep** costs two consecutive actions this turn instead of one.

"I'm really good at escaping." —Alcatraz

Illus. Zed
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 061 — Rare

Library Arson

5

Prep-Double-Sabotage
 Make a run on the Archives. If run is successful, do not access cards; instead, give the Corp a Fire counter. If the Corp has one or more Fire counters, it must remove from the game the top card of the face up or face down pile of the Archives for each card it installs in or on the Archives, or it cannot install that card. The Corp may remove all Fire counters as soon as Runner is tagged, or by trashing all cards installed in and on the Archives. If the Corp trashes those cards in this way, it gains [2] for each card trashed successfully.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 062 — Rare

R&D Director Kidnapping

5

Prep-Double-Sabotage
 Make a run on R&D. If run is successful, do not access cards; instead, give the Corp a Vacant counter. If the Corp has one or more Vacant counters, it must trash face up the top card from R&D for each card it installs in or on R&D, or it cannot install that card. The Corp may remove all Vacant counters as soon as Runner is tagged, or by trashing all cards installed in and on R&D. If the Corp trashes those cards in this way, it gains [2] for each card trashed successfully.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. Doug Andersen
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 063 — Rare

Terrorist Hostage

5

Prep-Double-Sabotage
 Make a run on HQ. If run is successful, do not access cards; instead, give the Corp a Chairman counter. If the Corp has one or more Chairman counters, it must discard at random one card from HQ for each card it installs in or on HQ, or it cannot install that card. The Corp may remove all Chairman counters as soon as Runner is tagged, or by trashing all cards installed in and on HQ. If the Corp trashes those cards in this way, it gains [2] for each card trashed successfully.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. Doug Andersen
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010